Subject: Re: Intro + Some Questions
Posted by Veyrdite on Mon, 06 Oct 2008 05:36:51 GMT

Altzan wrote on Mon, 06 October 2008 10:25LOL @ Ubuntu
My problems are hardware based, not software based. If I get Ubuntu it would probably still crash a lot.

That VIS tutorial is way too complicated for a gmax noob like me. If they're not there on the terrain in LE, I'll just abandon the idea...

Thanks.
VIS is not complicated at all. As I said, either dump/remove all VIS data from the level at the cost of your framerate or just re-calculate vis as described half-way through the tutorial. If you just wish to fix the problem, don't bother reading the theory work and don't bother with manual VIS spots or low granularities.